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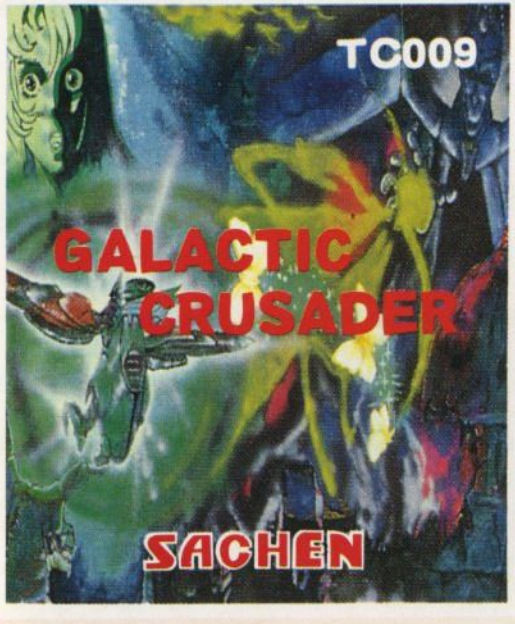

TC009

GALACTIC CRUSADER CONTROL SUMMARY

Controls

Controls Pad

Arrows:	Move the Star Ship in the indicated directions.
Button A:	Causes the Star Ship to fire.
Button B:	Releases or reattaches firing devices to the Star Ship.
Select Button:	Moves the cursor to select options on the screen.
Start Button:	Starts the game. Also frezzes the game.

Special Objects

Device Carrier:	Attach Star Ship to activate firing devices.
Gama Devices:	Gives you an extra line of firing.
Photon Device:	Gives you two extra lines of firing.
Pulsar Capsule:	Fires pulsar waves.
Plasma Capsule:	Fires plasma blasts.
Corkscrew Capsule:	Fires in corkscrew pattern.
Star Gate:	Gives you one additional Star Ship.

GALACTIC CRUSADER

I. Introduction

Your star ship is alive – a metamorphic creature that can transform from a huge flying insect into a metallic destroyer.

Penetrate squadron after squadron of bizarre alien fortifications! March onward to a final confrontation against an all powerful enemy.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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II. GAME CONTROL

Control Pad Arrow:	Move the Star Ship in the indicated directions.
Button A:	Causes both the Star Ship and the firing device to fire.
Button B:	After the Star Ship comes into contact with the Device Carrier, Button B can be used to attach or detach firing devices to and from the Star Ship's front or rear. (To attach: Push Button B to enable magnetization of firing device towards the Star Ship and move the Star Ship behind or in front of the firing device before contact. To detach: Simply push Button B to launch firing device.)
Select Button:	Moves the cursor to selects options on the screen.
Start Button:	Starts the game. The Start Button is also used to freeze the game during play.

III. GAME MECHANICS

You are the captain of a metamorphic Star Ship, Loaded with power and determination, you slice through enemy formations. Every time the Star Ship sustains any damage, it will transform into a different ship. Be careful though, for your Star Ship will explode when its metamorphic capabilities run out.

At the end of each world, you will face a sizable enemy. Your best bet is to reserve your metamorphic abilities and to obtain proper weapons before these confrontations.

LIFE FORCE GENERATOR

STAR GATE

Life Force Generator: Brings you full metamorphic power.

Star Gate: You will earn an additional ship by going through this gate.

IV. FIRING DEVICES

There are many helpful devices which you can use along the way. The most potent of them are the firing devices. To obtain these devices, you must search and connect with the device carrier. Firing devices give you a lot of added power and there are several ways to use them. As a detached firing station, it can break up enemy formations before they reach your ship. As an attached firing device it gives you concentrated firing power. If you learn how to attach the same device behind your ship, the device fires at enemy ships approaching from the rear.

Device Carrier:	Attach Star Ship to activate firing devices.
Gama Device:	Gives you an extra line of firing.
Photon Device:	Gives you two extra lines of firing.

V. WEAPON CAPSULES

Weapon Capsules can be a powerful addition to your Star Ship if you can identify the preferred capsules.

Plasma Capsule:
Fires plasma blasts.

Pulsar Capsule:
Fires pulsar waves.

Corkscrew Capsule:
Fires in corkscrew pattern.

VI. CARRIER GUARDS

These enemies are often found near Device Carriers.

MEGA POD

JELLY BELL

CRYSTAL METEOR

FUNGUSTONE

VII. ENEMIES (Continued)

MOLECULATRON

SPACE CORAL

URCHIN CRAFT

SHELLY BELL

POISONOUS TICK

DRAGON WASP

NERPHTRON

PINCH WALKER

NEUROCUS

CORROSIVE SPIDER

MEGA FLY

SHELLED CREEPER

HERMIT BELL

VIII. BOSSES

Cubicus:	Watch out for its hydraulic extensions!
Gorous:	Home to a band of blood sucking bats.
Spirous:	Its long arms can easily locate and destroy your ship.
Dragon King:	One burning breath will burn your ship to a crisp!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

GALACTIC CRUSADER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ – ____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

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